Subject: Re: Get IDLgrText size
Posted by Michael Wallace on Tue, 12 Apr 2005 19:47:50 GMT
View Forum Message <> Reply to Message

Antonio Santiago wrote:

> Ok, I probe with:

> 
>> A) draw it to an IDLgrBuffer

> 
> I suposse the right thing is to assign the same resolution to the

> IDLgrBuffer as the IDLgrWindow I will draw later.

> 
> Thanks.
>

- > PS: I want to draw "objects" compossed for a text inside a rectangle.
- > Then before to draw on screen both objects, I need to know the
- > dimensions of the text to create an adapted rectangle.

Why not draw the text, get the dimensions, then draw the rectangle based on those dimensions? Am I missing something?

-Mike